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## 1 [Energy aware compilation for DSPs with SIMD instructions](#)

Markus Lorenz, Lars Wehmeyer, Thorsten Dräger

June 2002 **ACM SIGPLAN Notices , Proceedings of the joint conference on compilers and tools for embedded systems: software and compiler support for embedded systems LCTES/SCOPES '02**, Volume 37 Issue 7

**Publisher:** ACM Press

Full text available: [pdf\(220.77 KB\)](#) Additional Information: [full citation](#), [abstracts](#), [citations](#), [index terms](#)

The growing use of digital signal processors (DSPs) in embedded systems has led to the use of optimizing compilers supporting special hardware features. In this paper, we present compiler optimizations with the aim of minimizing energy consumption in embedded applications: This comprises loop optimizations for exploitation of SIMD instructions, zero overhead hardware loops in order to increase performance and decrease energy consumption. In addition, we use a phase coupled code generator ...

**Keywords:** DSP, SIMD instruction, energy minimization, vectorization, hardware loop


2

[Exploiting SIMD parallelism in DSP and multimedia algorithms using the](#)

◆ Huy Nguyen, Lizy Kurian John

May 1999 **Proceedings of the 13th international conference on Superco**

**Publisher:** ACM Press



Full text available:  [pdf\(1.16 MB\)](#) Additional Information: [full citation](#), [reference](#), [index terms](#)

3 Simulation and architecture evaluation: Vector vs. superscalar and VLIW a embedded multimedia benchmarks

Christoforos Kozyrakis, David Patterson

November 2002 **Proceedings of the 35th annual ACM/IEEE international Microarchitecture MICRO 35**

**Publisher:** IEEE Computer Society Press

Full text available:  [pdf\(1.34 MB\)](#)  Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)  
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Multimedia processing on embedded devices requires an architecture that provides high performance, low power consumption, reduced design complexity, and so on. In this paper, we use EEMBC, an industrial benchmark suite, to compare the performance of the architecture to superscalar and VLIW processors for embedded multimedia applications. The comparison covers the VIRAM instruction set, vectorizing compiler, and hardware that integrates a vector processor with DRAM main memory. We de ...

4 MOM: a matrix SIMD instruction set architecture for multimedia applications

◆ Jesus Corbal, Roger Espasa, Mateo Valero

January 1999 **Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM) Supercomputing '99**



**Publisher:** ACM Press

Full text available:  [pdf\(116.12 KB\)](#) Additional Information: [full citation](#), [reference](#)



5 Register file and memory system design: Three-dimensional memory vector bandwidth media memory systems

Jesus Corbal, Roger Espasa, Mateo Valero



November 2002 **Proceedings of the 35th annual ACM/IEEE international Microarchitecture MICRO 35**

**Microarchitecture MICRO 35****Publisher:** IEEE Computer Society PressFull text available:  [pdf\(1.29 MB\)](#) Additional Information: [full citation](#), [abst](#)  
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Vector processors have good performance, cost and adaptability when ta applications. However, for a significant number of media programs, con configurations fail to deliver enough memory references per cycle to fee functional units. This paper addresses the problem of the memory bandw novel mechanism suitable for 2-dimensional vector architectures and tar high effective bandwidth for SIMD memory instructions. The basi ...

**6 [MEDEA workshop: Indirect VLIW memory allocation for the ManArray n](#)** Nikos P. Pitsianis, Gerald G. PechanekMarch 2003 **ACM SIGARCH Computer Architecture News**, Volume 3**Publisher:** ACM PressFull text available:  [pdf\(623.03 KB\)](#) Additional Information: [full citation](#), [abst](#)  
[index terms](#)

The indirect very long instruction word (iVLIW) architecture and its imp BOPS ManArray family of multiprocessor digital signal processors (DSL scalable alternative to the wide instruction busses usually required in a n VLIW DSP. The ManArray processors indirectly access VLIWs from sn VLIWs localized in each processing element. With this work, we present perform 1) iVLIW instruction memory allocation on multiple processing

**7 [Array recovery and high-level transformations for DSP applications](#)** Björn Franke, Michael O'boyleMay 2003 **ACM Transactions on Embedded Computing Systems (TEC**  
2**Publisher:** ACM PressFull text available:  [pdf\(744.35 KB\)](#) Additional Information: [full citation](#), [abst](#)  
[citations](#), [index ter](#)

Efficient implementation of DSP applications is critical for many embed Optimizing compilers for application programs, written in C, largely foc generation and scheduling, which, with their growing maturity, are provi returns. As DSP applications typically make extensive use of pointer arit

alternative use of high-level, source-to-source, transformations has been  
This article develops an array recovery technique that automatically ...

**Keywords:** Pointer conversion, dataflow graphs, embedded processors, transformations

8 Regular contributions: DSP architectures: past, present and futures



Edwin J. Tan, Wendi B. Heinzelman

June 2003 **ACM SIGARCH Computer Architecture News**, Volume 31

**Publisher:** ACM Press

Full text available: pdf(1.27 MB)

Additional Information: [full citation](#), [abstract](#)

As far as the future of communication is concerned, we have seen that there is a need for audio and video data to complement text. Digital signal processing (DSP) is that enables traditionally analog audio and video signals to be processed for transmission, storage, reproduction and manipulation. In this paper, we review various DSP architectures and its silicon implementation. We will also discuss the art and examine the issues pertaining to performance.

9 Code selection for media processors with SIMD instructions



Rainer Leupers

January 2000 **Proceedings of the conference on Design, automation and DATE '00**

**Publisher:** ACM Press

Full text available: pdf(147.30 KB)

Additional Information: [full citation](#), [references](#), [index terms](#)

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10 Compilers and Optimization: An empirical evaluation of high level transformations for embedded processors



Björn Franke, Michael O'Boyle

November 2001 **Proceedings of the 2001 international conference on Computer architecture, and synthesis for embedded systems CASIS**

**Publisher:** ACM Press

Full text available:  [pdf\(499.08 KB\)](#) Additional Information: [full citation](#), [abstract index terms](#)


Efficient implementation of DSP applications are critical for many embedded systems. Optimising compilers for application programs written in C, largely focus on code generation and scheduling which, with their growing maturity, are providing significant performance returns. This paper empirically evaluates another approach, namely high level source transformations. High level techniques were applied to the DSP architectures on 3 platforms: TriMedia TM-1000, Texas Instruments TMS320C6201 and

**11 Evaluating MMX technology using DSP and multimedia applications**

Ravi Bhargava, Lizy K. John, Brian L. Evans, Ramesh Radhakrishnan

November 1998 **Proceedings of the 31st annual ACM/IEEE international conference on Very Large Databases**  
**Microarchitecture MICRO 31**

**Publisher:** IEEE Computer Society Press

Full text available:  [pdf\(1.52 MB\)](#) Additional Information: [full citation](#), [reference index terms](#)



**Keywords:** MMX, digital signal processing, machine measurement, performance monitoring, workload characterization

**12 Exploiting a new level of DLP in multimedia applications**

Jesus Corbal, Mateo Valero, Roger Espasa

November 1999 **Proceedings of the 32nd annual ACM/IEEE international conference on Very Large Databases**  
**Microarchitecture MICRO 32**

**Publisher:** IEEE Computer Society

Full text available:  [pdf\(931.68 KB\)](#)  Additional Information: [full citation](#), [abstract index terms](#)  
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This paper proposes and evaluates MOM: a novel ISA paradigm targeted at multimedia applications. By fusing conventional vector ISA approaches together with SIMD-like (Single Instruction Multiple Data) ISAs (such as MMX), we propose a new matrix oriented ISA which efficiently deals with the small matrix structures found in multimedia applications. MOM exploits a level of DLP not reached by conventional vector ISAs nor SIMD-like media ISA extensions.

**13 HiBRID-SOC: a multi-core architecture for image and video applications**

- ◆ S. Moch, M. Bereković, H. J. Stolberg, L. Friebe, M. B. Kulaczewski, A. I.  
September 2003 **ACM SIGARCH Computer Architecture News , Process  
workshop on MEMory performance: DEaling with Ap  
and architecture MEDEA '03**, Volume 32 Issue 3

**Publisher:** ACM Press


Full text available:  [pdf\(245.38 KB\)](#) Additional Information: [full citation](#), [abstract](#)

The HiBRID-SoC multi-core architecture targets a wide range of applications, particularly high processing demands, including general signal processing, video de-encoding, image processing, or a combination of these tasks. For HiBRID-SoC integrates three fully programmable processor cores and video on a single chip, all tied to a 64-Bit AMBA AHB bus. Its memory subsystem is adapted to the high bandwidth demands of the multi-core architecture ...

**14 Graph-based code selection techniques for embedded processors**

- ◆ October 2000 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 5 Issue 4

**Publisher:** ACM Press

Full text available:  [pdf\(356.83 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#), [review](#)


Code selection is an important task in code generation for programmable processors. The goal is to find an efficient mapping of machine-independent intermediate code to processor-specific machine instructions. Traditional approaches to code selection are based on tree parsing which enables fast and optimal code selection for intermediate code on a set of data-flow trees. While this approach is generally useful in compilers for general purpose processors, it may lead to poor code ...

**Keywords:** SIMD instructions, code selection, data-flow graphs, embedded processors, irregular data paths

**15 Compilers I: Affinity-based cluster assignment for unrolled loops**

- ◆ Gayathri Krishnamurthy, Elana D. Granston, Eric J. Stotzer  
June 2002 **Proceedings of the 16th international conference on Supercomputing**

**Publisher:** ACM Press

Full text available:  [pdf\(633.13 KB\)](#) Additional Information: [full citation](#), [abstracts](#), [citations](#), [index terms](#)

To compete performance-wise, modern VLIW processors must have fast high instruction-level parallelism (ILP). Partitioning resources (functional units, registers) into clusters allows the processor to be clocked faster, but operation of clusters can easily become a bottleneck. Increasing the number of functional units increases the potential ILP, but only helps if the functional units can be kept busy. Features, optimizations such as loop unrolling m ...


**Keywords:** VLIW architectures, affinity-based clustering (ABC) algorithm, register assignment, homogeneous clusters, loop optimizations, loop scheduling, partitioned register files, software pipelining

#### 16 Trident: a scalable architecture for scalar, vector, and matrix operations

Mostafa I. Soliman, Stanislav G. Sedukhin

January 2002 **Australian Computer Science Communications , Proceedings of the Asia-Pacific conference on Computer systems architecture**  
Volume 24 Issue 3


**Publisher:** Australian Computer Society, Inc., IEEE Computer Society Press

Full text available:  [pdf\(814.51 KB\)](#) Additional Information: [full citation](#), [abstracts](#), [citations](#), [index terms](#)


Within a few years it will be possible to integrate a billion transistors on a single chip. At this integration level, we propose using a high level ISA to express parallelism instead of using a huge transistor budget to dynamically extract it. Since data structures for a wide variety of applications are scalar, vector, and matrix, the Trident processor extends the classical vector ISA with matrix operations. The Trident processor consists of a set of parallel ...

**Keywords:** data parallelism, parallel processing, ring register file, scalable vector/matrix processing

#### 17 Low power DSP's for wireless communications (embedded tutorial session)

 Ingrid Verbauwhede, Chris Nicol

August 2000 **Proceedings of the 2000 international symposium on Low**


**and design ISLPED '00****Publisher:** ACM PressFull text available:  [pdf\(424.32 KB\)](#) Additional Information: [full citation](#), [abstracts](#), [citations](#), [index terms](#)

Wireless communications and more specifically, the fast growing penetration of mobile phones and cellular infrastructure are the major drivers for the development of programmable Digital Signal Processors (DSPs). In this tutorial, an overview of recent developments in DSP processor architectures, that makes them execute computationally intensive algorithms typically found in communication systems. DSP processors have adapted instruction sets, memory architectures, and

**Keywords:** architectures, digital signal processing, programmable processors, wireless communications

**18 Improving 3D geometry transformations on a simultaneous multithreaded processor**

 Claude Limousin, Julien Sebot, Alexis Vartanian, Nathalie Drach-Temam  
June 2001 **Proceedings of the 15th international conference on Supercomputing**

**Publisher:** ACM PressFull text available:  [pdf\(219.10 KB\)](#) Additional Information: [full citation](#), [abstracts](#), [citations](#), [index terms](#)

In this paper we evaluate the performance of an SMT processor used as a SIMD processor for a 3D polygonal rendering engine. To evaluate this approach, we use PMesa (a parallel version of Mesa) which parallelizes the geometry stage. We show that SMT is suitable for 3D geometry and we characterize the performance of the geometry stage in term of memory hierarchy, which is the main bottleneck. We show that latency is not fully recovered by SMT; the use of L2 cache and



**Keywords:** SIMD extensions, SMT, applications specific architectures, data prefetching, parallel rendering

**19 HiBRID-SoC: A Multi-Core System-on-Chip Architecture for Multimedia Applications**

Hans-Joachim Stolberg, Mladen Berekovic, Lars Friebe, Soren Moch, Sebastian Mao, Mark B. Kulaczewski, Heiko Klusmann, Peter Pirsch

March 2003 **Proceedings of the conference on Design, Automation and Test in Europe**




**Designers' Forum - Volume 2 DATE '03****Publisher:** IEEE Computer SocietyFull text available:  [pdf\(307.90](#)[KB\)](#) [Publisher Site](#)Additional Information: [full citation](#), [abst](#)

The HiBRID-SoC multi-core system-on-chip targets a wide range of applications particularly high processing demands, including general signal processing, video and audio de-/encoding, and a combination of these tasks. For this HiBRID-SoC integrates three fully programmable processors cores and onto a single chip, all tied to a 64-Bit AMBA AHB bus. The processor is optimized to the particular computational characteristics ...

**20 [Polygon rendering on a stream architecture](#)**

 John D. Owens, William J. Dally, Ujval J. Kapasi, Scott Rixner, Peter Marti  
August 2000 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS Graphics hardware HWWS '00**

**Publisher:** ACM PressFull text available:  [pdf\(161.65](#) Additional Information: [full citation](#), [abst](#)  
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The use of a programmable stream architecture in polygon rendering provides a mechanism to address the high performance needs of today's complex scene. The need for flexibility and programmability in the polygon rendering pipeline is addressed by a polygon rendering pipeline maps into data streams and kernels that operate on the data. how this mapping is used to implement the polygon rendering pipeline on a programmable stream processor. We compare our results ...




**Keywords:** OpenGL, SIMD, graphics hardware, kernels, media processing, rendering, stream architecture, stream processing, streams

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Franchetti, F.; Puschel, M.;  
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15-19 April 2002 Page(s):20 - 26  
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Franchetti, F.; Puschel, M.;  
[Acoustics, Speech, and Signal Processing, 2003. Proceedings. \(ICASSP '03\)](#)  
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Franchetti, F.; Karner, H.; Kral, S.; Ueberhuber, C.W.;  
[Acoustics, Speech, and Signal Processing, 2001. Proceedings. \(ICASSP '01\)](#)  
Volume 2, 7-11 May 2001 Page(s):1109 - 1112 vol.2  
Digital Object Identifier 10.1109/ICASSP.2001.941115  
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- ☐ 5. **OPSILA: a vector and parallel processor**  
Boeri, F.; Auguin, M.;  
[Computers, IEEE Transactions on](#)  
Volume 42, Issue 1, Jan. 1993 Page(s):76 - 82  
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